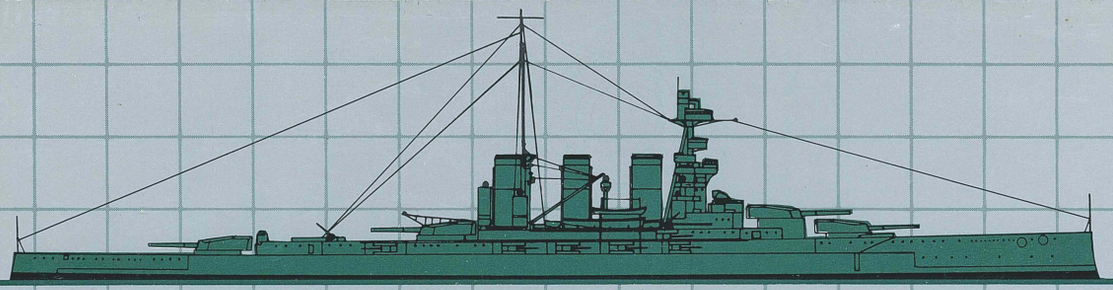
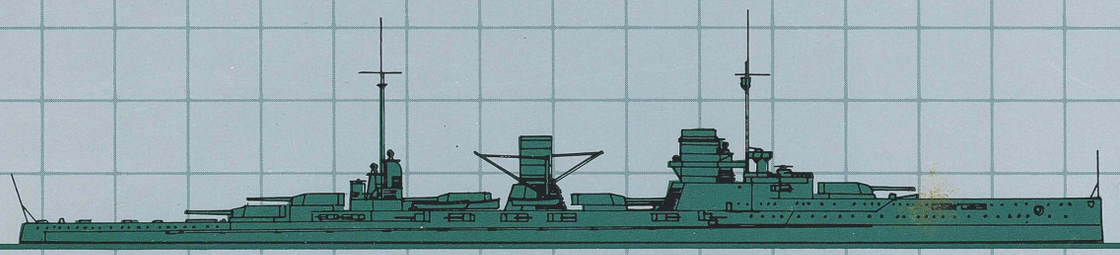
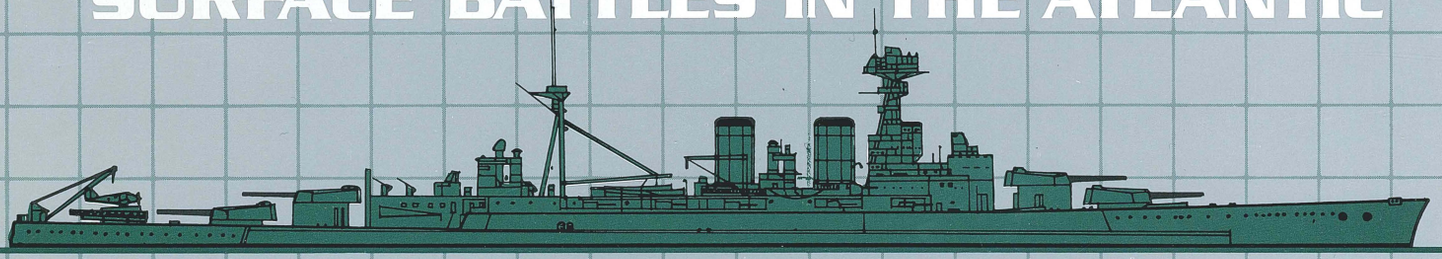


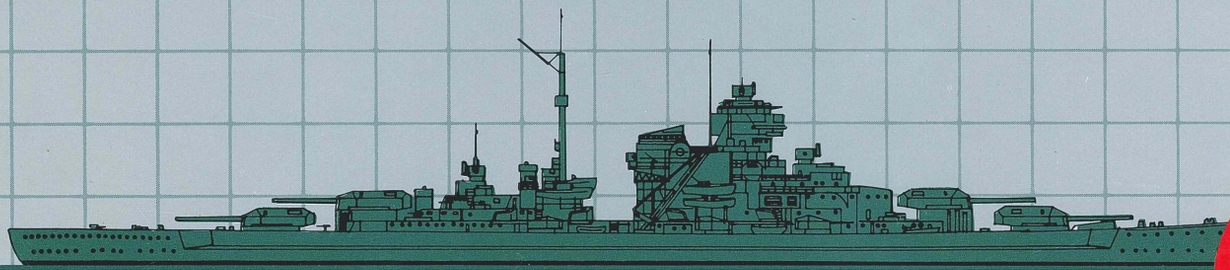


THE COMPLETE SIMULATION OF
WORLD WAR I

BATTLE CRUISER™

WORLD WAR II
SURFACE BATTLES IN THE ATLANTIC





48K APPLE®

For the Apple® II with Applesoft ROM card, II Plus, IIe, & IIc.

SSI™

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BATTLECRUISER

SSI

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BATTLECRUISER

SSI

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- 158 ship classes including World War I British and German ships, and World War II German, Italian, French and British ships.
- 8 historical scenarios and the ability to create an infinite number of World War I or World War II surface engagments in the Atlantic.
- Ability to create new maps and modify existing ship types.
- Uses the same highly acclaimed game system introduced in "Warship."
- Each ship rated for weapons, maximum speed, radar (gun director for WWI ships), flotation, belt armor, deck armor, and primary and secondary turret armor.
- Specifies location and penetration ability of each shell hit.
- Ability to save a game in progress for later play.

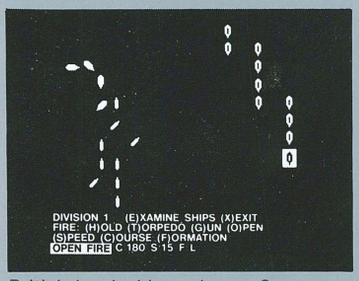
BATTLECRUISER was designed by Gary Grigsby, whose other works include SSI's KAMPFGRUPPE™, CARRIER FORCE™, WAR IN RUSSIA™, and NORTH ATLANTIC '86™.

■ PLAYING TIME — 30 minutes to 2 hours. ■ ADVANCED LEVEL.

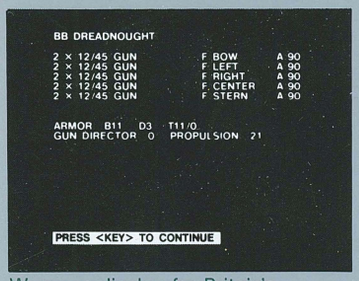
Box cover design by LOUIS HSU SAEKOW.

FIGHT THE NAVAL BATTLES OF WORLD WAR I & WORLD WAR II

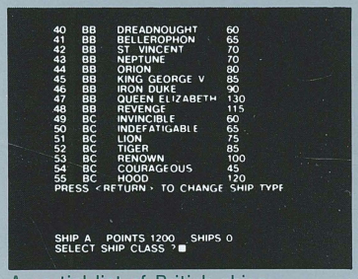
WORLD WAR I



British battleships take on German battlecruisers.


BB DREADNOUGHT
2 × 12/45 GUN F BOW A 90
2 × 12/45 GUN F LEFT A 90
2 × 12/45 GUN F RIGHT A 90
2 × 12/45 GUN F CENTER A 90
2 × 12/45 GUN F STERN A 90
ARMOR B11 D3 T11/0
GUN DIRECTOR 0 PROPULSION 21
PRESS <KEY> TO CONTINUE

Weapons display for Britain's *Dreadnought*.


40 BB DREADNOUGHT 60
41 BB BELLEROPHON 65
42 BB ST. VINCENT 70
43 BB NEPTUNE 70
44 BB ORION 80
45 BB KING GEORGE V 85
46 BB IRON DUKE 90
47 BB QUEEN ELIZABETH 130
48 BB REVENGE 115
49 BC INVINCIBLE 60
50 BC INDEFATIGABLE 65
51 BC LION 75
52 BC TIGER 85
53 BC RENOWN 100
54 BC COURAGEOUS 45
55 BC HOOD 120
PRESS <RETURN> TO CHANGE SHIP TYPE
SHIP A POINTS 1200 SHIPS 0
SELECT SHIP CLASS ?

A partial list of British ships.

BATTLECRUISER gives the avid gamer two exciting opportunities: The recreation of naval engagements during World War I between Great Britain and Germany; and the simulation of World War II surface battles between Britain/France and Germany/Italy.

ENOUGH SHIPS TO SATISFY THE MOST DEMANDING STRATEGIST.

Practically every warship belonging to these European powers that fought in the world wars is included. Available for each war are 79 classes of battleships, battlecruisers, heavy cruisers, light cruisers, destroyers, and transports. World War I scenarios include three additional classes: old battleships, armored cruisers, and torpedo boats. Each ship (maximum of 20 per side at one time) comes historically rated for: number, size and turret armor of main and secondary guns; maximum speed; radar/gun director; flotation; belt armor; deck armor; and earliest year of availability.

DETAIL, ACCURACY, AND REALISM.

BATTLECRUISER uses the same highly successful and critically acclaimed game system introduced in SSI's *Warship*™. You set the course and speed, fire torpedoes, and choose "Ship" or "Division" command mode. In the former, you select targets for each ship. In the latter, your ships are grouped into divisions (up to nine at a time). You decide on line or parallel formation and give a general order to hold fire, fire guns, fire torpedoes, or open fire while the computer selects the targets.

During combat, the computer keeps track of every single shell hit and calculates damage based on such factors as armor strength, location of hit, and penetration ability of each shell. Flooding, fire, and damage to the bridge, rudder, engines, radar and electrical systems are all part of the game.

Unlike other naval wargames, damage control in this game can, through time, reduce the effects of fire, flooding, and rudder and electrical damage. Damage control played an especially large role during World War I. The Germans were the first to discover that many ships were lost because their turret magazines – when hit by a single shell – exploded. By taking steps to control cordite flash (which sparked magazine explosions), German ships rarely exploded during battle — in stark contrast to British ships.

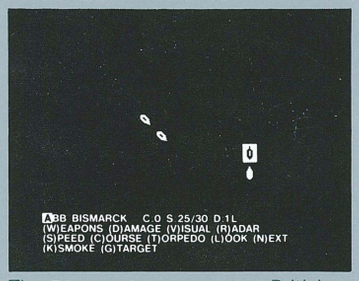
This game also includes rules that govern collisions and visibility.

INCREDIBLE FLEXIBILITY TO CREATE YOUR OWN SHIPS OR SCENARIOS.

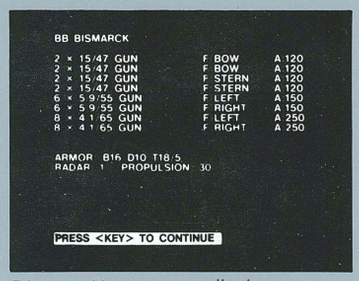
You can choose from the hundreds of historical ships provided and use them to play real and hypothetical scenarios. Or you can make up your own maps. By modifying ship data, you can create ships to suit your specifications. Thus, you can play an infinite number of different scenarios.

During solitaire, the computer can direct either side.

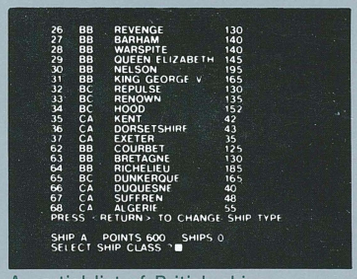
WORLD WAR II



The *Bismarck* engages two British ships.

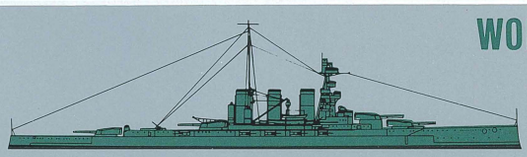

BB BISMARCK
2 × 15/47 GUN F BOW A 120
2 × 15/47 GUN F BOW A 120
2 × 15/47 GUN F STERN A 120
2 × 15/47 GUN F STERN A 120
6 × 5.9/55 GUN F LEFT A 150
6 × 5.9/55 GUN F RIGHT A 150
8 × 4.1/65 GUN F LEFT A 250
8 × 4.1/65 GUN F RIGHT A 250
ARMOR B16 D10 T18.5
RADAR 1 PROPULSION 30
PRESS <KEY> TO CONTINUE

Bismarck's weapons display.


26 BB REVENGE 130
27 BB BARHAM 140
28 BB WARSPITE 140
29 BB QUEEN ELIZABETH 145
30 BB NELSON 195
31 BB KING GEORGE V 165
32 BC REPULSE 130
33 BC RENOWN 135
34 BC HOOD 152
35 CA KENT 42
36 CA DORSETSHIRE 43
37 CA EXETER 35
62 BB COURBET 125
63 BB BRETAGNE 130
64 BB RICHELIEU 185
65 BC DUNKERQUE 165
66 CA DUQUESNE 40
67 CA SUFFREN 48
68 CA ALGERIE 55
PRESS <RETURN> TO CHANGE SHIP TYPE
SHIP A POINTS 600 SHIPS 0
SELECT SHIP CLASS ?

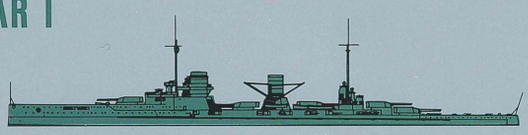
A partial list of British ships.

WORLD WAR I



BC TIGER

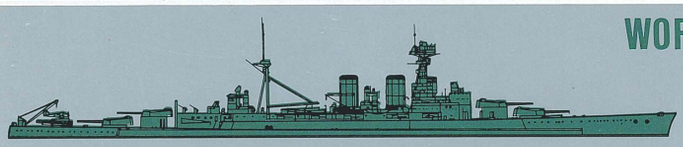
Main guns: 8 x 13.5″/45 Secondary mounts: 12 x 6″/45
Maximum speed: 29 Flotation: 70 Belt armor: 9 Deck armor: 3
Primary turret armor: 9 Secondary turret armor: 6 Earliest year of availability: 1914



BC SEYDLITZ

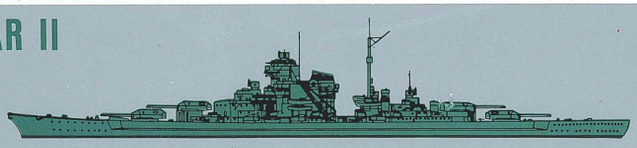
Main guns: 10 x 11″/50 Secondary mounts: 12 x 5.9″/45 Tertiary mounts: 10 x 3.5″/45
Maximum speed: 29 Flotation: 57 Belt armor: 12 Deck armor: 4
Primary turret armor: 10 Secondary turret armor: 6 Earliest year of availability: 1914

WORLD WAR II



BC HOOD

Main guns: 8 x 15″/42 Secondary mounts: 12 x 5.5″/50 Tertiary mounts: 8 x 4″/40
Maximum speed: 30 Flotation: 90 Radar: 0 Belt armor: 12 Deck armor: 3
Primary turret armor: 15 Secondary turret armor: 0 Earliest year of availability: 1939



BB BISMARCK

Main guns: 8 x 15″/47
Secondary mounts: 12 x 5.9″/55
Tertiary mounts: 16 x 4.1″/65
Maximum speed: 30 Flotation: 104 Radar: 1
Belt armor: 16 Deck armor: 10
Primary turret armor: 18
Secondary turret armor: 5
Earliest year of availability: 1941

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BATTLECRUISER AP